

BEST AVAILABLE COPY**PATENT NUMBER and
ISSUE DATE****U.S. UTILITY Patent Application**

APPL NUM	FILING DATE	CLASS	SUBCLASS	GAU	EXAMINER
10042713	01/26/2001	345	474	2671	K. M. SIVY N. NGUYEN

**APPLICANTS: Sasaki Ryusuke;

CONTINUING DATA VERIFIED: *N/A* *Kn* FOREIGN APPLICATIONS VERIFIED: *Yes* *Kn*
JAPAN P2000-018303 01/27/2000

PG-PUB <input type="checkbox"/> DO NOT PUBLISH <input type="checkbox"/>	RESCIND <input type="checkbox"/>	
Foreign priority claimed 35 USC 119 conditions met	<input type="checkbox"/> yes <input checked="" type="checkbox"/> no <input type="checkbox"/> yes <input checked="" type="checkbox"/> no	ATTORNEY DOCKET NO
Verified and Acknowledged Examiner's initials		SIP1P041
TITLE : Methods and apparatus for transforming three-dimensional objects in video games		

U.S. DEPT. OF COM/PA1 & TA-PTC-436L (Rev. 12-94)

NOTICE OF ALLOWANCE MAILED		CLAIMS ALLOWED	
		KIMBINTH T. NGUYEN Assistant Examiner	
ISSUE FEE		Primary Examiner	
Amount Due	Date Paid	Total Claims 10	Print Claim for O.G. 1
<input type="checkbox"/> TERMINAL		DRAWING	
		Sheets Drwg. 10	Pgs. Drwg. 14
		Print Fig. 11	
DISCLAIMER		Application Examiner	
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